LARGE MICHO SWITCHES INSIDE OF GAMERA (4)

- 1. The lst switch facing outside cuts off power to amplifier when shutter is in rotation.
- 2. The 2nd switch stops end of cycle of shutter. If the shutter refuses to cycle when automatic knob is on, it may be the switch.
- 3. The ard switch heads " " " natter "open" to bore sight camera.
- 4. The 4th switch controls the data lamp.

Three small micro switches in front of face plate, front end of comers.

- (1-2) Two of these switches are limit switches for shutter travel.
- (3rd) Third switch is tied into low level light out off and cut on.

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